NES-G2-USA

CAPCOM®

GARGOYLE'S™ QUEST II

INSTRUCTION MANUAL

Ⓣ

Thank you for selecting **Gargoyle's Quest II** for your library of NES games. We are proud to bring you this action - role playing game that offers hours of challenges and sheer adventure!

Discover the finest graphics ever produced for an 8-bit game combined with intense music and sound effects that will make **Gargoyle's Quest II** one of your all-time favorite games!

Very truly yours,

Joseph Morici

Joe Morici
Vice President
CAPCOM U.S.A.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your Gargoyle's Quest II Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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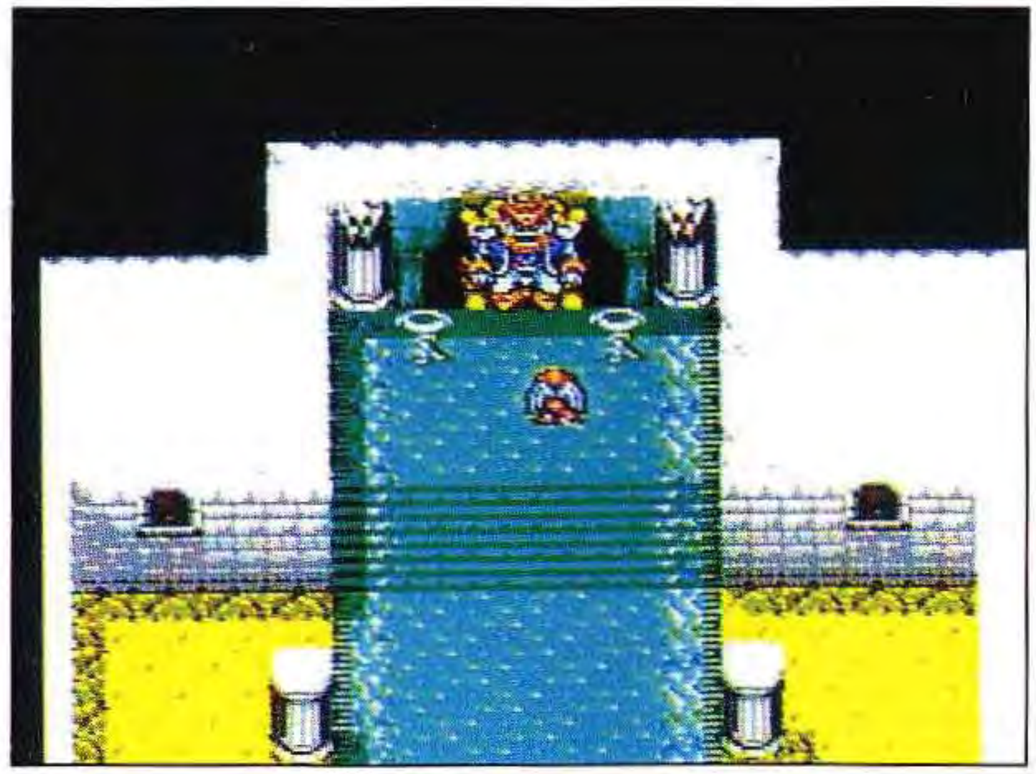
DEMON—WARRIOR—HERO!

A long time ago, between the age of the dinosaurs and the dawn of mankind, there existed the magical world of Etruria. A local monster named Firebrand from the Ghoul Realm was busy training in the arts of the warrior. He is a young and powerful gargoyle - human in shape, yet he has leathery wings with massive claws on his hands and feet.

He studies at the Warrior's Training Center to use his combat talents in defense of the Ghoul Realm. His time comes (sooner than he expected), as a mysterious black light appeared one day and drained the magic from the land .

GETTING STARTED

To begin, press the Start button. This gives you the options Start and Password. Begin a new game by pressing Start, or continue a previous one by selecting Password. Passwords are obtained by talking to people in different areas of the game. Don't forget to write all passwords down!

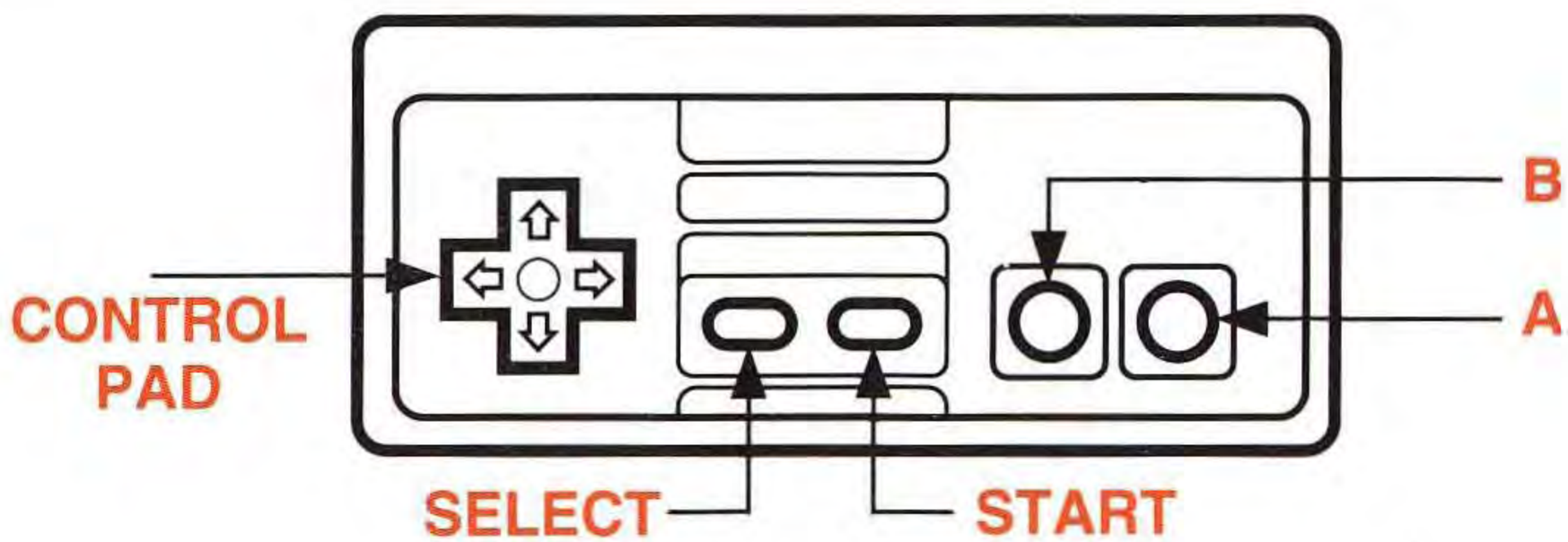


THE OVERVIEW SCREEN

The first view you have of Firebrand is from an overhead perspective. All major traveling and communication that Firebrand does happens in this mode. When he leaves a village, the vantage point changes again to show him walking through the countryside.

Directions for Firebrand in this mode are:

Control pad - **Up, Down, Left** and **Right** moves Firebrand in those directions.



THE OVERVIEW SCREEN

Start button Brings a small menu on the screen with three categories:

Level See the current status of Firebrand and the items he has collected.

Tool See a list of the tools (items) Firebrand has received.

Magic See the magic that Firebrand possesses.

A button Converse initially with other characters by pressing this button. Continue the conversations by pressing the **A** or **B buttons**.

B button Press this button to cancel a screen.

Select button Not used here.

THE BATTLE MODE

This is the up close and personal mode where you do all of the fighting! As a proud gargoyle warrior, Firebrand is ready to go toe-to-toe with the biggest (and ugliest) of the Realm!

A status area is at the bottom of the screen. The notations are read as follows:

Life Firebrand's stamina, or how many times he can be hit.

Wing LV The duration of his flying ability. As you progress, this will last longer!

Player How many lives he has left.

CONTROL FOR THE BATTLE

Directions for Firebrand in this mode are:

Left or **Right** - Moves firebrand in those directions.

When Firebrand is clinging to a structure, pressing **Down** on the control pad releases him.

A button - Press once to jump in the air. Press again while jumping to sustain the jump into a short flight. (Tap the **A button** for short jump or hold it down for a higher jump.) He will continue to fly until either the Wing LV runs out or you press the **A button** a third time. Use Firebrand's jumping ability to scale walls and other objects.

B button - Firebrand launches a magical weapon.

CONTROL FOR THE BATTLE

Start button - Brings up a sub-screen that shows Firebrand's current status. They are:

J- LV	His jumping level.
Vial	The number of vials that Firebrand has collected. Use these to purchase valuable items.

This sub-screen show the magic that Firebrand possesses. Toggle between the magic and the Essence of the Soulstream by pressing **Left** or **Right** on the control pad. Press the **A button** to select an item.

A Few Magical Items . . .

Fireball	You'll start the game with this one.
Blockbuster	Destroys blocks that are in your way.
Claw	Firebrand can climb up spike and take no damage.
Darkfire	The most powerful magic he will receive.
Essence of The Soulstream	Regains all lost stamina.

GAME PLAY NOTES

We have included a Notes page in this manual for your convenience. We recommend that you log in all Passwords so that you can continue the game at the nearest spot where you left off.

About the magic - Firebrand has a marvelous and quite dangerous journey ahead of him. He starts out with a little power and collects more magic and energy as he develops his warrior skills. Solve quests and defeat monsters to win new magic items and move ever closer to the final completion of this adventure!

BE THE TOP GARGOYLE

Get Developer Hints & Tips And Learn The Inside Secrets To Gargoyle's Quest

Have the following information ready when you call:

- Your Name
- Street Address, City, State & Zip
- Phone Number & Area Code
- Game Code **A B 4**

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90-DAY LIMITED WARRANTY

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

FCC REGULATIONS

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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